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☐	L10	glyph$1 and sub-glyph$1	5
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1 UFLOW: visualizing uncertainty in fluid flow
Suresh K. Lodha, Alex Pang, Robert E. Sheehan, Craig M. Wittenbrink
October 1996 **Proceedings of the 7th conference on Visualization '96**
Full text available: pdf(2.62 MB) Additional Information: full citation, references, citings, index terms
Publisher Site

Keywords: animation, flow envelopes, flow visualization, rakes, streamlines, uncertainty glyphs

2 Flexible information visualization of multivariate data from biological sequence similarity searches
Ed Huai-hsin Chi, John Riedl, Elizabeth Shoop, John V. Carlis, Ernest Retzel, Phillip Barry
October 1996 **Proceedings of the 7th conference on Visualization '96**
Full text available: pdf(1.23 MB) Additional Information: full citation, references, citings, index terms
Publisher Site

Keywords: applications of visualization, biomedical visualization, information visualization, multimodal and multidimensional visualization

3 Empowering the interface: A seamless integration of algorithm animation into a visual programming language
Paul Carlson, Margaret Burnett, Jonathan Cadiz
May 1996 **Proceedings of the workshop on Advanced visual interfaces**
Full text available: pdf(1.35 MB) Additional Information: full citation, abstract, references, citings

Until now, only users of textual programming languages have enjoyed the fruits of algorithm animation. Users of visual programming languages (VPLs) have been deprived of the unique semantic insights algorithm animation offers, insights that would foster the understanding and debugging of visual programs. To begin solving this shortcoming, we have seamlessly integrated algorithm animation capabilities into Forms/3, a declarative VPL in which evaluation is the continuous maintenance of a network o ...

4 Session C4: bio-medical II: 4D space-time techniques: a medical imaging case study
Melanie Tory, Niklas Röber, Torsten Möller, Anna Celler, M. Stella Atkins
October 2001 **Proceedings of the conference on Visualization '01**

Full text available: pdf(1.27 MB) Additional Information: full citation, abstract, references, index terms
Publisher Site

We present the problem of visualizing time-varying medical data. Two medical imaging modalities are compared --- MRI and dynamic SPECT. For each modality, we examine several derived scalar and vector quantities such as the change in intensity over time, the spatial gradient, and the change of the gradient over time. We compare several methods for presenting the data, including isosurfaces, direct volume rendering, and vector visualization using glyphs. These techniques may provide more informati ...

Keywords: 4D visualization, I.3.3 animations, I.3.7 display algorithms, J3 health, MRI, direct volume rendering, dynamic SPECT, glyph, isosurface

5 Visualisation I: Animated visual vibrations as an uncertainty visualisation technique
Ross Brown
June 2004 **Proceedings of the 2nd international conference on Computer graphics and interactive techniques in Australasia and Southe East Asia**

Full text available: pdf(286.79 KB) Additional Information: full citation, abstract, references, index terms

Research into the visualisation of imprecise data is a relatively new field in visualisation. Work is beginning to appear detailing the process of visualising uncertainty in data. Continuing previous work by the author, this paper seeks to extend techniques used to visualise uncertainty from the spatial to the temporal domain, by using visual vibrations to indicate the level of imprecision at a visualised data point. The paper contains an analysis of the present visual features used to indicate ...

Keywords: stereo vision, uncertainty visualisation, vibrating textures, visual features

6 Glyphs: flyweight objects for user interfaces
Paul R. Calder, Mark A. Linton
August 1990 **Proceedings of the 3rd annual ACM SIGGRAPH symposium on User interface software and technology**

Full text available: pdf(1.04 MB) Additional Information: full citation, references, citings, index terms

7 Animating direct manipulation interfaces
Bruce H. Thomas, Paul Calder
December 1995 **Proceedings of the 8th annual ACM symposium on User interface and software technology**

Full text available: pdf(915.22 KB) Additional Information: full citation, references, citings, index terms

Keywords: InterViews, animation, direct manipulation, graphical interfaces, user interface toolkits, warp transformation

8 Animating user interfaces using animation servers
Krishna Bharat, Piyawadee Noi Sukaviriya

December 1993 **Proceedings of the 6th annual ACM symposium on User interface software and technology**

Full text available: pdf(1.21 MB) Additional Information: full citation, references, citings, index terms

Keywords: CSCW, animation server, application state, context-sensitivity, extensible interfaces, multimedia, user interface animation

9 Optimizing toolkit-generated graphical interfaces

Bradley T. Vander Zanden

November 1994 **Proceedings of the 7th annual ACM symposium on User interface software and technology**

Full text available: pdf(1.12 MB) Additional Information: full citation, abstract, references, citings, index terms

Researchers have developed a variety of toolkits that support the development of highly interactive, graphical, direct manipulation applications such as animations, process monitoring tools, drawing packages, visual programming languages, games, and data and program visualization systems. These toolkits contain many useful features such as 1) structured graphics, 2) automatic display management, 3) constraints, and 4) high-level input-handling models. Despite a number of optimizations that ...

Keywords: automatic redisplay, constraints, development tools, optimization, structured graphics

10 LISTEN: sounding uncertainty visualization

Suresh K. Lodha, Catherine M. Wilson, Robert E. Sheehan

October 1996 **Proceedings of the 7th conference on Visualization '96**

Full text available: pdf(1.53 MB) Publisher Site Additional Information: full citation, references, citings, index terms

Keywords: MIDI, flow, geometry, interactive, interpolation, modular, portable, sonification, uncertainty, visualization

11 Contextualized text explanations for visualizations

Wallace Chigona, Thomas Strothotte

June 2002 **Proceedings of the 2nd international symposium on Smart graphics**

Full text available: pdf(1.19 MB) Additional Information: full citation, abstract, references, citings

According to the multimedia design principle of spatial contiguity, presenting text explanations for visualizations within the image space improves the users' ability to make referential links between the text and its corresponding objects. In this paper we introduce a concept of *Dual-Use of Image Space* (DUIS) and we show how the concept presents text explanations for visualizations within the image space without obstructing the image. In DUIS the pixels are used both as shading informati ...

Keywords: dual-use of image space, hypertext navigation, image maps, smooth transition, spatial contiguity, text explanations

12

ActiveText: a method for creating dynamic and interactive texts

Jason E. Lewis, Alex Weyers

November 1999 **Proceedings of the 12th annual ACM symposium on User interface software and technology**

Full text available: pdf(226.86 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes ActiveText, a method for creating dynamic and interactive texts. ActiveText uses an object-based hierarchy to represent texts. This hierarchy makes it easy to work with the ASCII component and pixel component of the text at the same time. Static, dynamic and interactive properties of text can be easily intermixed and layered. The user can enter and edit text, adjust static and dynamic layout, apply dynamic and interactive behaviors, and adjust their parameters with a co ...

Keywords: continuous editing, dynamic sketching, dynamic typograpyy, interactive text, typography

13 Integrating computer technology, people technology and application technology: strategies and case studies from Georgia Tech's Graphics, Visualization and Usability Center

Jim Foley

June 1994 **Proceedings of the workshop on Advanced visual interfaces**

Full text available: pdf(1.27 MB) Additional Information: full citation, index terms

14 Using the multi-layer model for building interactive graphical applications

Jean-Daniel Fekete, Michel Beaudouin-Lafon

November 1996 **Proceedings of the 9th annual ACM symposium on User interface software and technology**

Full text available: pdf(1.29 MB) Additional Information: full citation, references, citings, index terms

Keywords: graphic model, interaction, multi-layer model, optimizations, toolkits

15 Session H: Multimedia: Improving readability of contextualized text explanations

Wallace Chigona, Thomas Strothotte

February 2003 **Proceedings of the 2nd international conference on Computer graphics, virtual Reality, visualisation and interaction in Africa**

Full text available: pdf(377.25 KB) Additional Information: full citation, abstract, references, index terms

Dual-Use of Image Space (duis) is an interactive technique for presenting text corresponding to images *within* the image space. From a technical point of view, the pixels in the image space are used both as text which can be read as well as for shading. This approach raises a number of interesting new readability problems: First, in order to simulate shading, the weight and the width of the character glyphs are manipulated. We have noted that readers find reading text with weight ...

Keywords: distortion, dual-use of image space, monotone polygons, multi-column presentation, readability, text layout

16 Perceptually based brush strokes for nonphotorealistic visualization

Christopher G. Healey, Laura Tateosian, James T. Enns, Mark Remple
January 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 1

Full text available: pdf(479.81 KB) Additional Information: full citation, abstract, references, index terms

An important problem in the area of computer graphics is the visualization of large, complex information spaces. Datasets of this type have grown rapidly in recent years, both in number and in size. Images of the data stored in these collections must support rapid and accurate exploration and analysis. This article presents a method for constructing visualizations that are both effective and aesthetic. Our approach uses techniques from master paintings and human perception to visualize a multidi ...

Keywords: Abstractionism, Impressionism, color, computer graphics, human vision, nonphotorealistic rendering, perception, psychophysics, scientific visualization, texture

17 Hypermedia and Graphics 2: Vector graphics: from PostScript and Flash to SVG

Steve Probets, Julius Mong, David Evans, David Brailsford
November 2001 **Proceedings of the 2001 ACM Symposium on Document engineering**

Full text available: pdf(127.00 KB) Additional Information: full citation, abstract, references, index terms

The XML-based specification for Scalable Vector Graphics(SVG), sponsored by the World Wide Web consortium, allows for compact and descriptive vector graphics for the Web.This paper describes a set of three tools for creating SVG, either from first principles or via the conversion of existing formats. The *ab initio* generation of SVG is effected from a server-side CGI script, using a PERL library of drawing functions; later sections highlight the problems of converting Adobe PostScript and ...

Keywords: Flash, PDF, PostScript, SVG, SWF

18 Vector Plots for Irregular Grids

Don Dovey
October 1995 **Proceedings of the 6th conference on Visualization '95**

Full text available: pdf(625.40 KB) Publisher Site Additional Information: full citation, abstract

A standard method for visualizing vector fields consists of drawing many small ``glyphs'' to represent the field. This paper extends the technique from regular to curvilinear and unstructured grids. In order to achieve a uniform density of vector glyphs on nonuniformly spaced grids, the paper describes two approaches to resampling the grid data. One of the methods, an element-based resampling, can be used to visualize vector fields at arbitrary surfaces within three-dimensional grids.

Keywords: visualization, unstructured grids

19 ViBE: virtual biology experiments

Rajaram Subramanian, Ivan Marsic
April 2001 **Proceedings of the tenth international conference on World Wide Web**

Full text available: pdf(446.09 KB) Additional Information: full citation, references, index terms

Keywords: distributed learning, software design, virtual laboratories

20 Two-handed interactive stereoscopic visualization

David S. Ebert, Christopher D. Shaw, Amen Zwa, Cindy Starr

October 1996 **Proceedings of the 7th conference on Visualization '96**

Full text available: pdf(4.38 MB) Additional Information: full citation, references, citings, index terms

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